

SCRABBLE



Y800 Game Manual



Getting Started

1. Insert the Scramble™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Press [Select] or move the controller handle left or right to choose a one or two-player game and select the skill level: Easy, Normal or Hard.
4. Press [Reset] or the left controller button to start the game.
5. Press [Pause] to pause the game; press it again to resume play.
6. Moving the controller handle left or right will cause your ship to move in the same direction. Use the fire button to shoot at the aliens.

Playing The Game

Each round consists of five stages and a 'base', or final, stage. Destroy any targets on the ground, or in the air. You can (and should) destroy Rockets, UFOs, Fuel tanks (to give you more fuel), Bonus Items, and the Base itself at the very end. You cannot, however, destroy Meteors and should avoid them at all costs.

Each stage within a round challenges the player with a new type of enemy or terrain to maneuver.

STAGE 1—LAUNCHING ROCKETS

STAGE 2—UFOs AND CAVES

STAGE 3—METEORS

STAGE 4—LAUNCHING ROCKETS FROM TALL STRUCTURES

STAGE 5—WINDING MAZE OF BUILDINGS

BASE—THE BASE ITSELF THAT YOU MUST DESTROY

Skill Levels

As you pass each round of five stages and destroy the base, the game play starts over, and the difficulty increases. Your ship burns fuel at a fast rate, and the rockets, UFOs and Meteors become more aggressive.

On the 'Easy' skill level, no Rockets launch and your ship burns fuel at a very slow rate.

On the 'Normal' skill level, only two launching rockets can be on the screen at a time, and your ship burns fuel at a normal rate. This variation is equivalent to the 'Konami'™ version of the arcade game.

On the 'Hard' skill level, four launching rockets can be on the screen at a time, and your ship burns fuel at a very fast rate. This variation is equivalent to the 'Irem'™ version of the arcade game.

Scoring

50 POINTS



80 POINTS



100 POINTS



150 POINTS



500 POINTS



100, 200, OR 300 POINTS



EXTRA TURNS

Get a bonus jet when you reach 10,000 points

Strategies

- ⇒ In the UFO stages, move forward as close as you can and keep firing the laser at about the middle of the screen. That should destroy most (if not all) of the UFOs. Don't forget to aim your bombs for the Fuel tanks as well on the terrain or you will run out of fuel!
- ⇒ In the Meteor Stages, stay close to the terrain and as far forward as you can. Hide low behind the mountains, then time your "jumps" around the high ones to hide in the next low valley while the Meteors pass overhead. Again, remember to aim for the Fuel tanks or you will run out of fuel!
- ⇒ Train yourself to go after the Fuel tanks (especially in the later rounds); before the Bonus items. At an average of 200 points it isn't worth the 50 point increase over the Fuel tank + more fuel which again will become more and more precious as you advance the rounds!

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РД-РДАПЛЮС
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• Assessment Outcome: Students will know that the 100th day of school is the 100th Day of School. They will be able to count to 100 and identify the 100th day of school.